STAR WARS™

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JABBA THE HUTT'S SKIFF

53

Execution Vehicle

Ephant Mon

The planet Gamorr

LUCAS BOOKS

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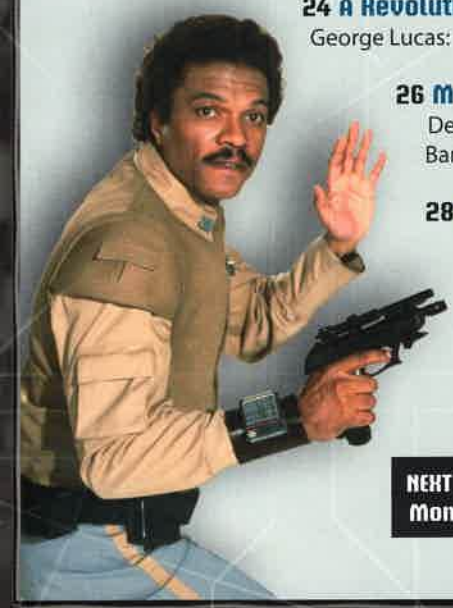

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STAR WARS

"PRISONER, STEP TO THE END OF THE PLANK."

LANDO CALRISSIAN DISGUISED AS A SKIFF GUARD

Built by the same company that had constructed his luxurious sail barge, the *Khetanna*, Jabba the Hutt used two slightly modified cargo skiffs to carry guards and prisoners on his jaunts out to the Great Pit of Carkoon. Though slow to turn, the skiffs were fast enough to keep up with the sail barge, allowing the guards on board to keep an eye out for trouble.

UBRIKKIAN CARGO SKIFF

GALACTIC WORKHORSE

While Jabba's sail barge, the *Khetanna*, was a unique craft, the two Bantha-II cargo skiffs that accompanied it were not. Though modified, they were more or less identical to any of the uncounted millions of such craft to be found all across the galaxy.

Built by Ubrikkian Industries, a wholly-owned subsidiary of the mighty Kuat Drive Yards, the low-cost Bantha-II skiff was basically a steerable repulsorlift platform designed to haul cargo of up to 135 tonnes in weight. However, it could also carry passengers, and some skiffs were even fitted with seats and an enclosed passenger compartment. Otherwise, the pilot, cargo and any crew were exposed to the elements.

Basic Load Carrier

The Bantha-II cargo skiff could lift to a maximum of 50m from the ground. Its engines produced enough thrust to accelerate the skiff to around 250km/h, though this was not advised. Firstly, the skiff only had two basic steering vanes. These could gently guide the skiff at best. While adverts boasted: 'A skiff so

easy to pilot, even a labour droid can handle it!', the truth was that only the most able pilots could get the skiff to turn at speed. The pilot stood at the rear of the vehicle at a podium-like control station. Retractable cargo ramps assisted in loading the skiff, and two magnetic lifters – also retractable – allowed additional cargo to be hauled underneath. Any cargo sitting on the skiff could be tied down or locked in place with magnetic clamps. These had to be fitted to the cargo itself, as the skiff had no such devices fitted as standard.

Local Modifications

As they were used across the galaxy, Bantha-II skiffs could be easily modified to deal with most environmental variations. Mostly, these consisted of fitting enclosed cargo and pilot areas, particularly on planets that suffered high levels of atmospheric precipitation. On planets where the local radiation levels could affect repulsorlift engines, some additional shielding was fitted, and on arid planets such as Tatooine, where sand and dust could additionally choke up the thrust systems, filters were added to intakes. High-efficiency cooling systems for the engines were a further essential addition.

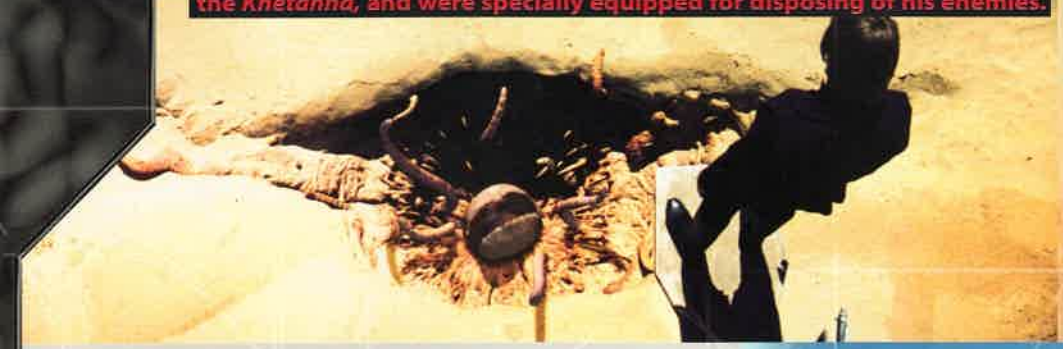
Military? Hardly...

One thing the Bantha-II cargo skiff was less easily modified for was a military role – even for such escort duties as in Jabba's service. While additional armour plating could be added, such an open craft would always remain vulnerable even to small-arms fire, and there were many other vehicles that were much more easily and effectively adapted to combat situations.

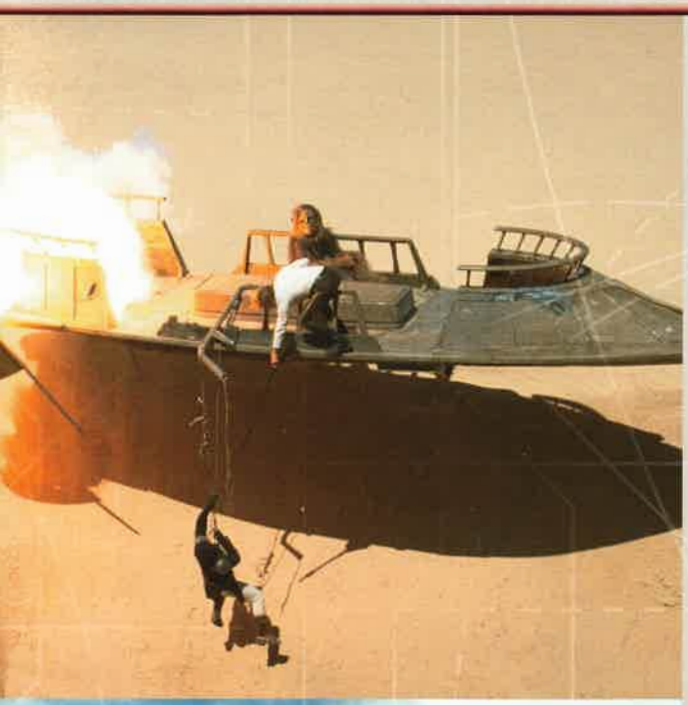
LAST SKIFF TO CARKOON

EXECUTION VEHICLE

Jabba the Hutt had a small fleet of skiffs. Two at least, loaded with guards, always accompanied him as he cruised in his luxury sail barge, the *Khetanna*, and were specially equipped for disposing of his enemies.



Stored in the vehicle pool at his desert palace, Jabba's skiffs were maintained by the Klaatooinian Barada, along with his other repulsorcraft. The Bantha-II skiffs had been modified for the harsh Tatooine climate, but the Hutt had them altered further. Light armour meant they were marginally tougher, able to withstand impacts and light weapons fire – attacks from Tusken Raiders had become more common by the time Jabba took delivery of his new skiffs. Additionally, the Hutt had weapons hard-points fitted to the rails of the skiffs, allowing light laser cannon to be fitted when required. Jabba used his skiff fleet to conduct raids on settlements that refused his 'protection', so the weapons were useful. He didn't bother adding additional protection for the exposed crews – mercenaries were an expendable resource, easily and cheaply replaced. The last addition Jabba insisted on for his skiffs



were the extendable gangplanks. These had nothing to do with the loading of goods or any other mundane functions. They were purely for allowing Jabba the twisted delight of watching prisoners walking out over the gaping beaked maw of the sarlaac before falling to their deaths.

Last Time

Jabba had the usual pair of Bantha-II skiffs accompany him on his final journey out to the Great Pit of Carkoon. One carried Luke Skywalker, Han Solo and Chewbacca, guarded by some of the Hutt's mercenaries and a disguised Lando Calrissian. The other skiff carried a motley bunch of slightly inebriated guards, eager and ready to watch a simple execution. However, Luke and his friends escaped, destroying Jabba's sail barge and one skiff, before stealing the other to get them back to the *Millennium Falcon* and off Tatooine.

Jabba commands that the condemned be taken to the sand skiff, and that his sail barge be made ready for a voyage on the Dune Sea. C-3PO

LANDO CALRISSIAN

GAMBLER, SCOUNDREL, GENERAL

In his long career, Lando Calrissian saw his fortunes rise and fall so often that many wondered how it was he kept track. A born card-shark and conman, Lando was loved and loathed with equal passion wherever he went.

Lando Calrissian was a human born on the planet Socorro. His accent carried just enough of a hint of Corellian that he could pass himself off as a native of that world, too. From a very early age, Lando sought adventure and excitement. By the time he reached 17, he was already an accomplished sabacc player, breaking the law to play in tournaments on his home planet. From then on, Lando always turned to the cards to rebuild his fortunes and help fund his other ventures.

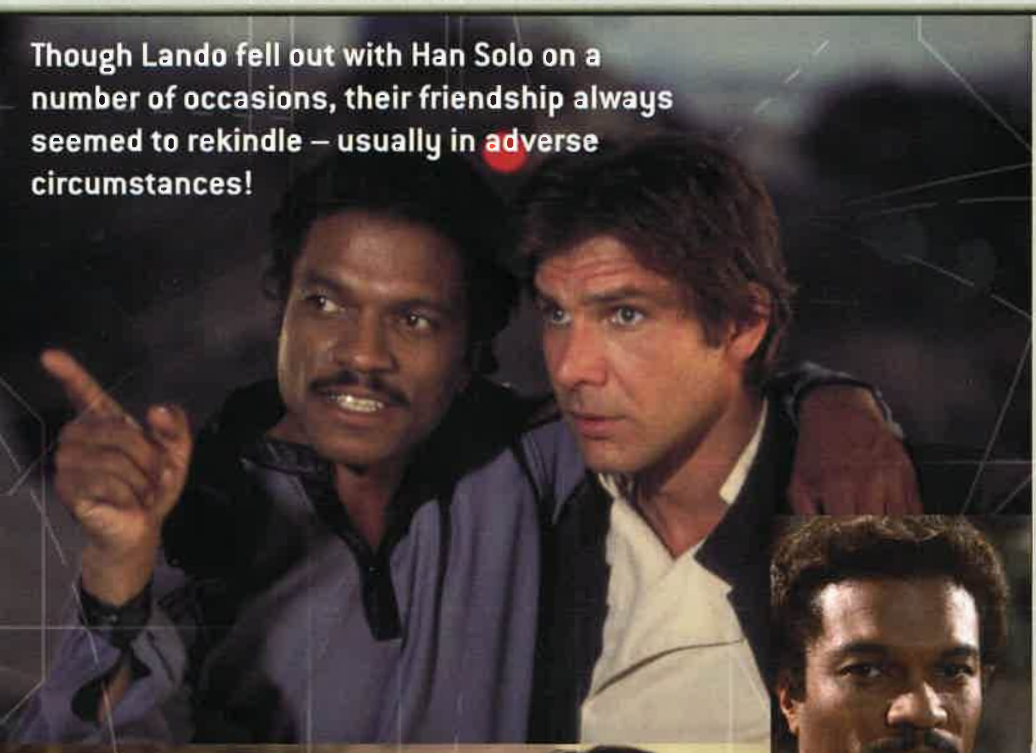
The Galaxy Calls

In his late twenties, Lando won the *Millennium Falcon* from one Cix Trouvee. A professional gambler, Lando knew his limits – he was no pilot. He'd already had dealings with the Hutts and, through them, had learned of a hotshot Corellian pilot called Han Solo. Rescuing Solo from none other than Boba Fett (thereby earning the lifelong enmity of the bounty hunter), Lando found he had a willing teacher. After a quick study with the master, Lando was soon flying his own smuggling runs. During this time, Lando worked with other smugglers he would deal with often over the following decades – including Salla Zend, Dash Rendar, Mako Spince and Nandreeson. Some became friends and colleagues, others bitter enemies.

Han Solo

Around a year after winning the *Falcon*, Lando lost it to Han Solo at the legendary Cloud City Sabacc Tournament. This was the first of a number of incidents that would eventually drive a wedge between the former friends. After Solo was himself conned by Rebel Alliance

Though Lando fell out with Han Solo on a number of occasions, their friendship always seemed to rekindle – usually in adverse circumstances!



PROFILE

Lando Calrissian

Homeworld
Socorro

Species
Human

Height
1.78m

Weapon
Charm

Affiliation
Rebel Alliance, New Republic, himself

agent Bria Tharen, Lando and the smugglers whom he'd brought to the deal thought Solo was to blame. Having lost a fortune and put his life on the line, Lando walked away from the friendship. Some time later, his fortunes took a turn for the better when another Cloud City sabacc match saw Lando win the position of Baron Administrator of the facility. Lando was suddenly a very legitimate businessman responsible for a whole city!

Rebel Affinity

Lando Calrissian was an exceptional leader. During his time as Administrator of Cloud City, he increased both his and the city's fortunes. This was done by maintaining its neutrality in the growing galactic civil war. Lando himself often helped Rebel agents, and even sold weapons to the Alliance. However, Lando's hand was forced when Darth Vader's Super Star Destroyer appeared over Bespin. Lando was forced into making a steadily worsening deal with Vader that saw him hand over his friend Han Solo to Boba Fett. Lando made a tough decision and left Cloud City with Princess Leia Organa, Chewbacca and Luke Skywalker. Lando fully threw his lot in with the Rebel Alliance. Over the

Did you know...?

After his seeming betrayal of Han Solo on Bespin, Lando worked selflessly to try to rescue Solo from Boba Fett and then Jabba the Hutt. His heroism in the face of often seemingly insurmountable odds, as well as his effortless charm, soon won over Chewbacca, Princess Leia and Luke Skywalker. After helping to defeat Prince Xizor and his criminal syndicate, the Black Sun, Lando was widely accepted by Alliance High Command, too. Lando was a hero once again!

coming months Calrissian rose to be a respected leader, though he maintained a number of shady contacts that the Alliance leadership were not so sure of. Various rescue attempts finally saw Han freed from Jabba the Hutt and reconciled with his old friend. Not long after, Lando piloted the *Millennium Falcon* at the Battle of Endor, and was instrumental in destroying the second Death Star.

Back in Business

Although he had helped the Rebel Alliance to victory, and though he continued to work from time to time with the New Republic, Lando saw the fall of the Empire as a chance to get back to what he did best. Lando was growing bored playing hero for no profit. However, his business ventures were often thwarted by events that drew him back into the greater conflicts that shaped the galaxy – the campaign against Grand Admiral Thrawn, the return of Palpatine, the Yuuzhan Vong invasion. Lando was always ready to help his friends. Nearly 15 years after the Battle of Endor, Lando met and fell in love with Tendra Risant, and they married not long after a final peace was made between the New Republic and the Imperial Remnant. They had a son, called Lando Calrissian Junior, of course.

Han Solo's gratitude to Lando for helping rescue him extended to lending Calrissian the *Millennium Falcon* for the Battle of Endor, where Solo led the ground-based attack.

THE E-WING

HEIR OF THE X-WING

During the civil war between the Empire and the Rebel Alliance, a team of Incom Engineers defected to the Rebellion when the Imperials tried to nationalise the X-wing project. After the Rebels became the New Republic, many of the same engineers who created the X-wing would go on to create the E-wing starfighter.

After the fall of the Empire at Endor, the former Incom design engineers started a new company. Called FreiTek Incorporated, the first major project they embarked on was a new starfighter for the New Republic. The E-wing was initially rejected by its intended customers because of its underperforming weaponry. FreiTek's reaction was to found a dedicated weapons division, and the problem with the E-wing was solved. The result was a fighter that served with distinction, from the Black Fleet Crisis through to the Second Galactic Civil War.

Expensive Solution

All of the hard-won experience that the E-wing's designers had gained was poured into the new starfighter. Once the weapons issue had been solved, the new ship was recognised as a significant success. Better armoured than the X-wing, the E-wing's main fuselage had aerofoils to each side, on which were mounted wingtip laser cannon – a third cannon was set just above the cockpit. Just behind the pilot, and hidden away to prevent it being easily targeted, was the astromech slot. The original slot only supported the very expensive, purpose-built R7 droid. Later models allowed for most astromechs. The front nose of the ship held the sensor package, and the proton torpedo launcher fired from a port under the ship. The E-wing was fast, manoeuvrable and a potent force, making it a welcome addition to the New Republic's navy.

E-Wing PROFILE

Type
Starfighter
Manufacturer
FreiTek Inc.
Length
11.2 metres
Weapons
3x laser cannon, 1x proton torpedo launcher (16 torpedoes)
Affiliation
New Republic, Galactic Alliance

DESERT SKIFF

EXPENDABLE PROTECTION

When Jabba the Hutt cruised the Dune Sea, he ensured he had skiffs loaded with guards to keep him safe. That they were fully exposed to enemy fire and the equally hostile environment of Tatooine was not his concern. Jabba owned his guards' lives, and they were his to spend as he saw fit.

THE BANTHA-II CARGO SKIFF

Type
Civilian repulsorlift cargo skiff

Manufacturer
Ubrikkian Industries

Length
9.5 metres

Flight Ceiling
50 metres

Maximum speed
250km/h

Weapons
None

Crew
1x pilot

Cargo capacity
135 tonnes

Passengers
16

Steering vane

Rear deck railing

Armou
platin

Front deck
railing

Armour plating

Armour
plating

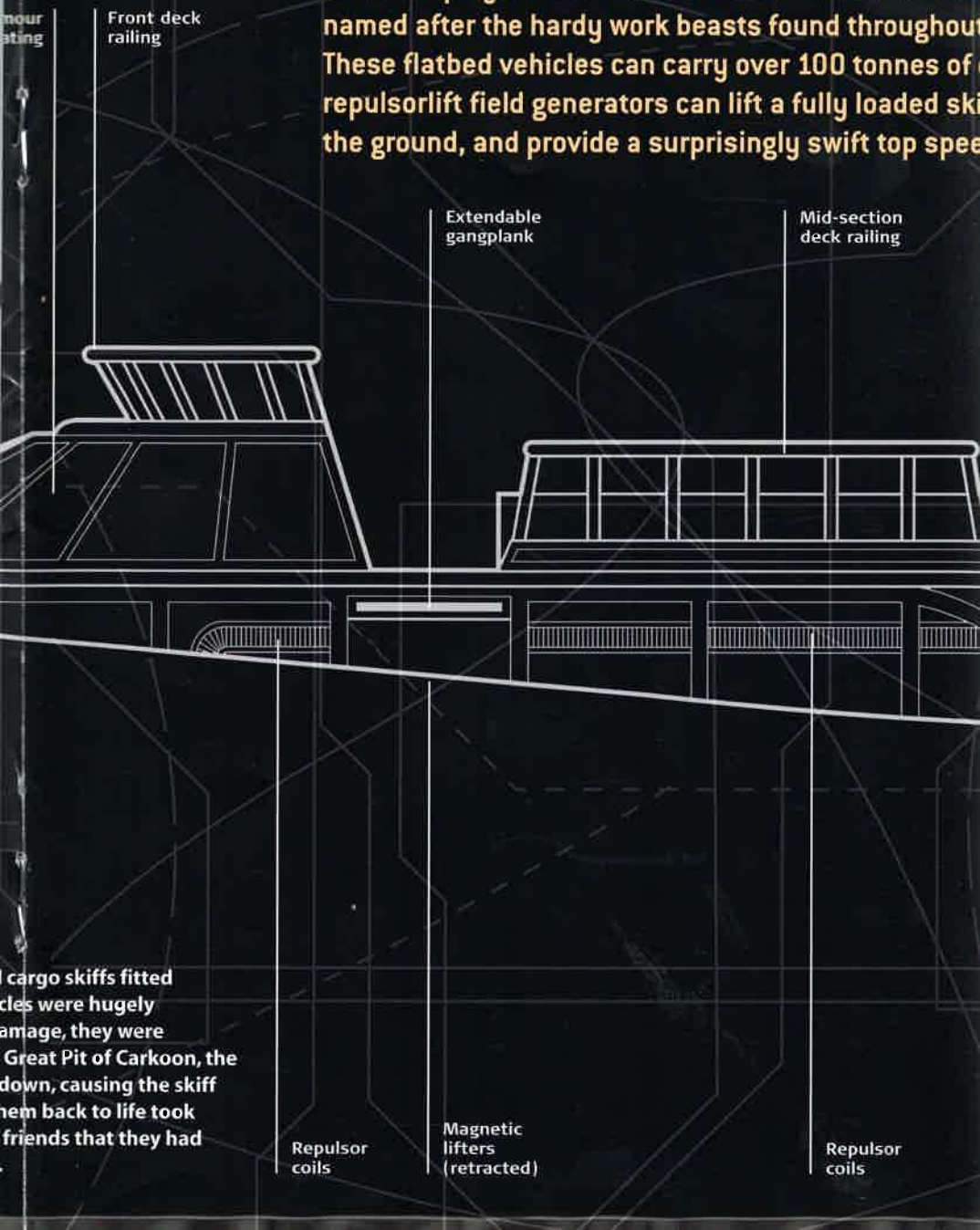
Repulsor
drive unit

Steering vane

Unstable platform

Though Jabba the Hutt had his fleet of Bantha-II ca
with light armour and weapon mounts, the vehicles
inappropriate for combat. Even before taking dama
unstable at high speeds. As was shown over the Gre
slightest damage saw the repulsorlift coils shut dow
to list alarmingly or flip over entirely. Coaxing them
a skilled pilot – it was fortunate for Luke and his frie
Lando Calrissian with them to fly them to safety.

Jabba employed a small fleet of Ubrikkian Bantha-II
named after the hardy work beasts found throughou
These flatbed vehicles can carry over 100 tonnes of
repulsorlift field generators can lift a fully loaded ski
the ground, and provide a surprisingly swift top spee



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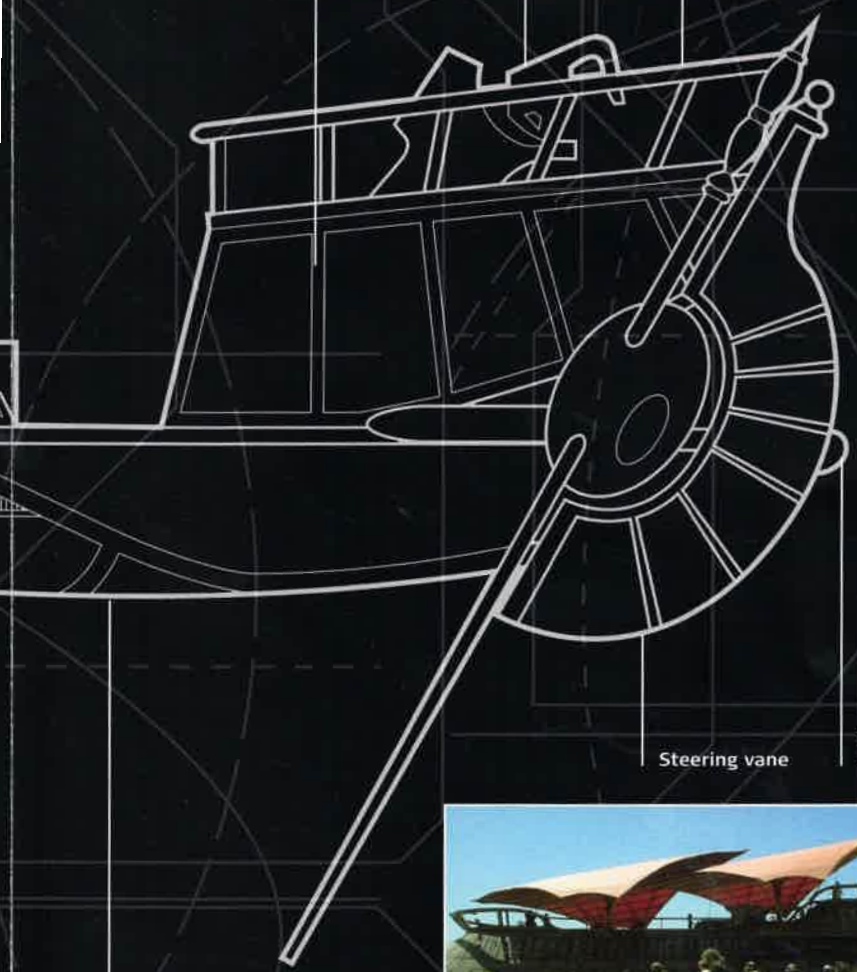


EPHANT MON

JABBA'S ONLY FRIEND

Walking with a cane made of bone, seemingly slow and vulnerable, only a fool underestimated the hulking figure of Ephant Mon as he stalked the halls of Jabba's palace on Tatooine. The canny old Chevin warrior had lived a long life in a very dangerous trade.

Ephant Mon left his homeworld of Vinsoth while still relatively young – at least by the standards of his long-lived species. Though his early career was that of a successful mercenary with a fearsome reputation, Ephant quit to take up the marginally safer occupation of weapons smuggling. His previous reputation, contacts and experience, along with the fact that he sold to anyone and everyone without discrimination (including the Rebel Alliance), meant that his business was very successful. Early on, he met Jabba the Hutt, who was expanding his own empire, and the two formed a partnership that evolved into a friendship which would last for over 35 years.

Hutt Henchman?

Ephant Mon and Jabba didn't always have such a smooth relationship. A short while before the Battle of Naboo, Ephant's operation on Cerea attracted the attention of Jedi Knight Ki-Adi-Mundi – an inevitability, considering the Chevin had kidnapped Mundi's daughter. The trail led Mundi to Jabba's palace, and only some quick thinking on Ephant's part prevented the Jedi from uncovering a smuggling operation based around the palace. Despite this, Jabba trusted Ephant Mon as he trusted no one else, even saving the Chevin's life after a deal went sour on the ice moon of Glakka. Ephant Mon repaid the debt – one that Jabba uniquely never called on – by becoming the Hutt's head of security at his palace on Tatooine.

Making Amends

Over the years that followed, Ephant Mon helped to keep Jabba alive while he sadly watched his old friend fall into a life of mindless debauchery. When Luke Skywalker came to the palace to rescue his friends, the slightly Force-sensitive Ephant realised it was time to go – knowing that he couldn't save Jabba this time. Instead, he bade his old friend goodbye and returned to Vinsoth to begin to repay the debt he felt he owed the galaxy for his violent past.

Behind the scenes...

During the filming of *Return of the Jedi*, the giant foam rubber part-costume, part-sculpture that was Ephant Mon was known as the Elephant Man. The suit was worn by one puppeteer, but included a hole that allowed another to operate Salacious Crumb when the creature sat on his shoulder.

PROFILE

Ephant Mon

Homeworld
Vinsoth

Species
Chevin

Gender
Male

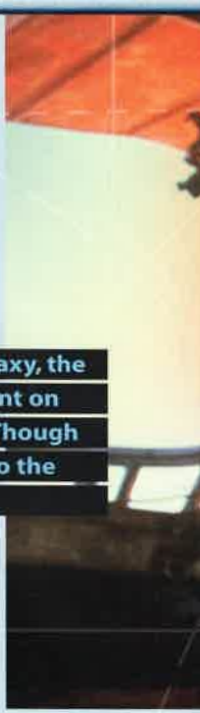
Height
2.5 metres

Weapons
Vibroblade

Affiliation
Jabba the Hutt

THE GAMORREANS

FIGHTERS FROM A JUNGLE PLANET



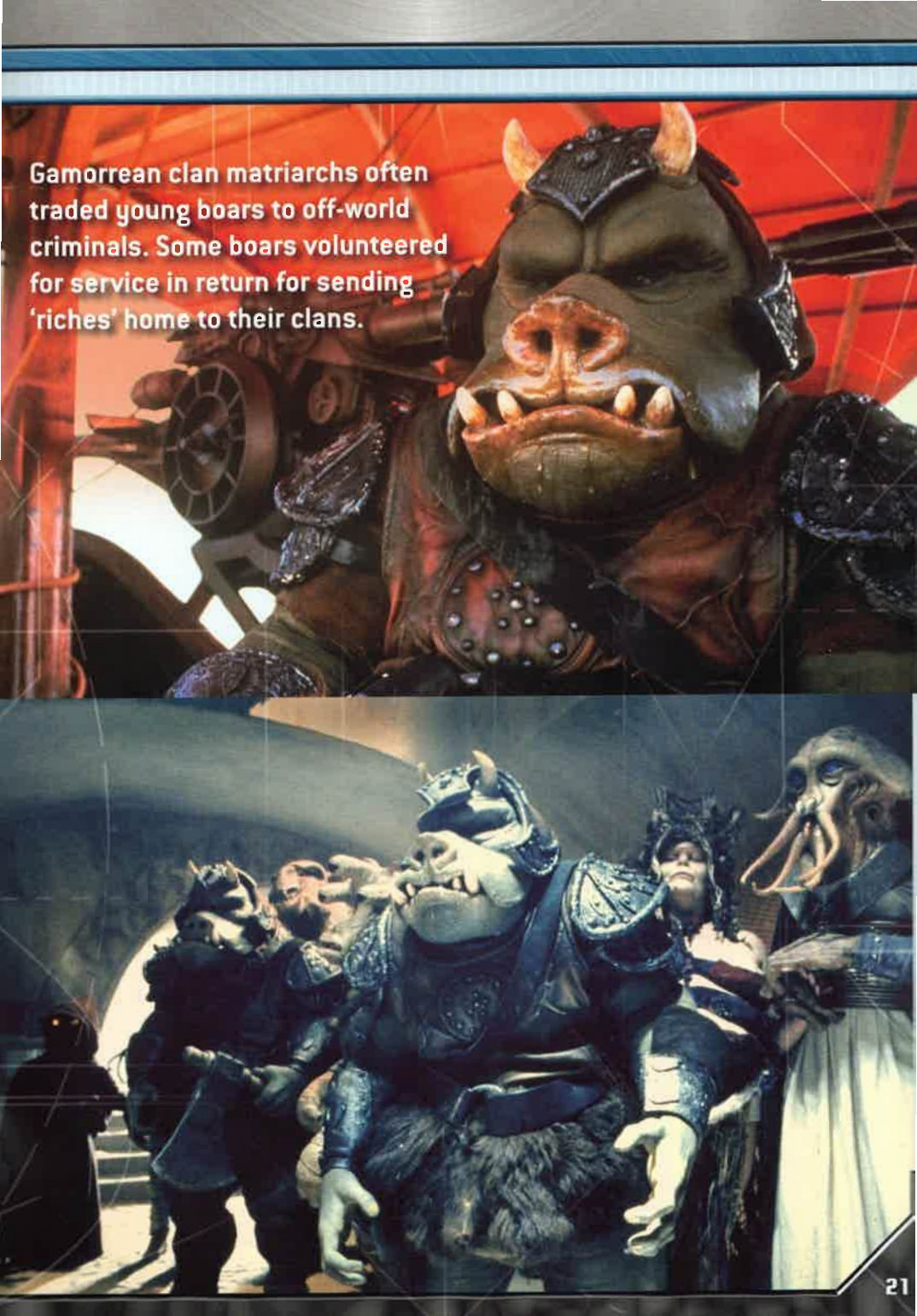
One of the most maligned and mocked species in the galaxy, the porcine Gamorreans hailed from a rich jungle environment on the planet Gamorr in the Galov Sector of the Outer Rim. Though Gamorr was quite an attractive world, few visited it due to the constant bitter warfare between rival Gamorrean clans.

The commonly held view that Gamorreans were brutish, violent and stupid was, unfortunately, quite justified. Their civilisation, while accepting certain technology, was generally at a level thousands of years behind that of the rest of the galaxy. Gamorreans valued physical prowess above all else, as their clan-based civilisation was one of perpetual inter-clan combat. Time was spent fighting or preparing to fight. The lack of any planetary government or interest in such a thing meant the Gamorreans were never represented in the Galactic Senate in any Republic, Old or New.

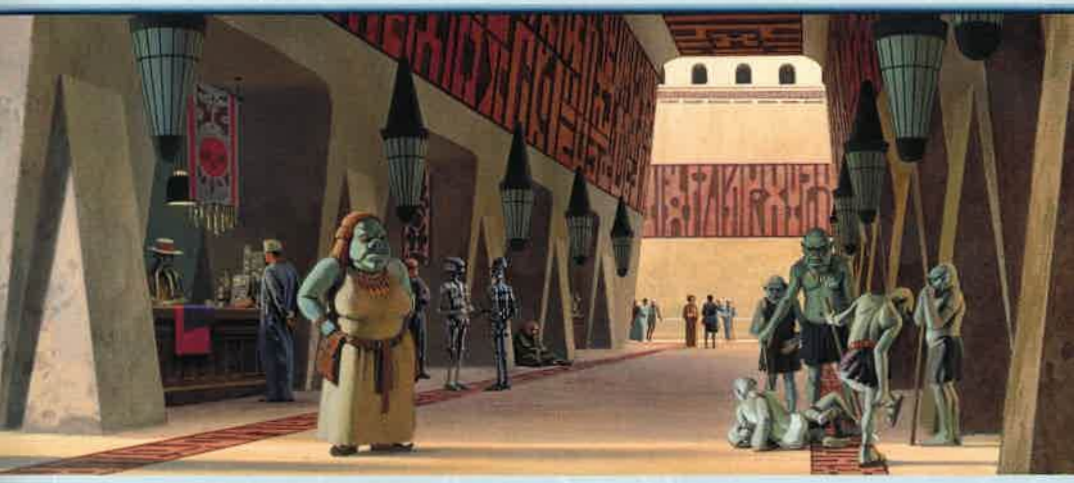
Warlike Ways

Efforts to bring peace to Gamorr were met with incomprehension and/or violence. In the end, the planet and its people were largely left to get on with it – 'it' in their case being a matter of fighting.

Averaging at around 1.8m tall, with muddy green skin, the average Gamorrean clearly showed what happens when thousands of years of breeding values strength over intelligence. Gamorreans were very strong for their size, male and female. The boars were born and raised for close combat, while the sows did the work of managing the settlements, feeding the clan, and raising the next generation. Intelligence, particularly when it was too obvious, was frowned on. Any Gamorrean demonstrating cunning was considered dishonourable. For warrior boars, even the leaders, tactics pretty much consisted of either 'charge' and 'run now, charge later'.



Gamorrean clan matriarchs often traded young boars to off-world criminals. Some boars volunteered for service in return for sending 'riches' home to their clans.



Behind the Scenes

When Ralph McQuarrie began to develop the concept of Jabba's guards, he sketched big, heavy humanoids with gorilla faces. Joe Johnston, charged with refining the designs, created the bipedal wild boars that became known as Pig Guards when they were visualised as maquettes by sculptor Dave Carson. Johnston had visualised the guards as being bare chested, something that was too challenging for the creature shop to produce, so armour and clothing were added to hide the foam-rubber seams.

Ranged weapons were considered dishonourable, stealth attacks actually criminal. Even for the matriarch sows who had to manage the affairs of the clan, including trade with off-worlders, overt cleverness was treated with suspicion. The result was a species where intelligence had been actively bred out of the gene pool, though there were occasional exceptions.

Reliable Enforcers

Gamorreans were frequently sought out as hired muscle by the less desirable elements in the galaxy, and the Gamorrean enforcer became a mainstay of organised crime. Criminal bosses appreciated the fact that Gamorreans could be paid in food and opportunities for violence, and that they could rarely think hard enough to ask questions. They could follow simple instructions… mostly, and made reasonably good, impossibly patient guards. Jabba the Hutt had a number of Gamorreans guarding his palace on Tatooine. Han Solo was commissioned to transport 12 of the brutes to the palace, though only nine survived the initiation. Jabba tricked the guards into thinking he had defeated them in unarmed combat. In fact, the guards had been blindfolded – they were told it was a Hutt tradition – and set upon by the Hutt's minions. The unsuspecting survivors were impressed by Jabba's prowess and pledged their eternal loyalty.

A Matter of Morrts

One way to tell how powerful an individual Gamorrean was (whether male or female), was by counting the number of morrts they had. These were furry insect parasites that sucked the host's blood. An accomplished warrior might be carrying as many as 10 on his body, while a warlord or clan matron might have 20 or more. Morrts were given as rewards after successful campaigns, or as a sign of affection between boar and sow.

GEORGE LUCAS
TECHNICAL PIONEER

On 16 February 2000, while working on Episode II, George Lucas gave a keynote speech at the University of California at Berkeley. Before the main event, he had a more intimate question-and-answer session, where the conversation turned to the technology of filmmaking.

One question asked was whether the point had arrived at which film stock was becoming obsolete. With Episode II about to be shot digitally, Lucas' answers were from the cutting edge of digital filmmaking.

'I think we're very close. Once they start distributing it electronically... Right now, you know all the theatres are equipped with movie projectors. What we've been pushing very hard is for them to equip with video projectors... what with the new *Star Wars* actually being shot with a more sophisticated version of one of these Hi-8 cameras. For a lot of people in the film industry that's heresy – "how can you do this – a $100 million movie, how are you going to shoot it on a video camera?" But we actually shot part of the last one on it and nobody even knew.

Need to Survive

'... I run a company and I've got to make it work and if I can cut the costs in making the movies then I have a better chance of survival. Because for us up here, it's not a

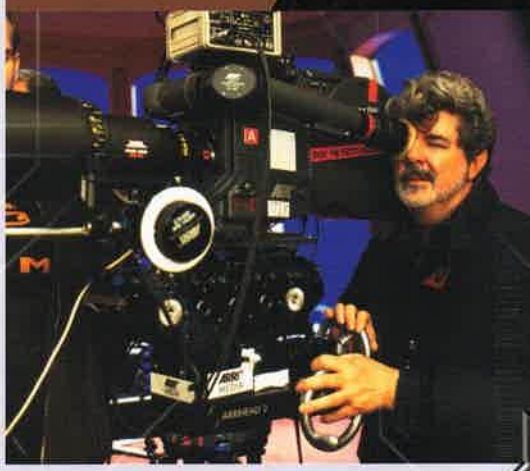
ILM in SF

Industrial Light & Magic is now based at the Letterman Digital Arts Center in the Presidio of San Francisco, and remains the top visual effects studio in the world.

matter of how rich we get, it's a matter of can we just survive? Everybody thinks, oh well, I'm making millions and millions. Well, we don't. We have a big payroll, we have a lot of people, we do a lot of work.

Saving Money

'...On raw stock for a film like *Star Wars* – not counting the ease of equipment and moving around faster and getting more shots in a day, that sort of thing - we will save about $2.5 million just on stock. Just on film and processing. If we're able to distribute it we could save $13 million just in making prints, putting them on a truck and having them shipped to the theatre and then shipped back. That's $13 million plus the stock – thats $15 million I'd save right there. Which in my world is a lot of money. It's a truly large amount of money. And if you can cut that off it means you could almost make a movie for that. You know, another real movie just on the money you saved on that one.'



DESERT DRAMA

MAKING THE BANTHA-II CARGO SKIFF

CREATING JABBA'S SKIFF

1 Ralph McQuarrie's original production painting of the skiff over the Great Pit of Carkoon. The additional sail barge (far left) shown here was dropped, leaving just the one Jabba rode in.

2 The biggest maquette used for some of the visual effects was built by Mike Fulmer and measured 81 x 46 x 30cm, approximately one-twelfth life-size.

5 The struts holding up the skiffs and the sail barge were removed during post-production, or hidden by clever placement of the camera.

6 The full-sized skiffs were brought back to the studio for bluescreen close-ups of the vehicles and their crews and passengers.

The Pit of Carkoon sequence in *Return of the Jedi* was a mixture of live action, bluescreen and model shots. The skiff was created as a full-sized model for live-action filming, and as two maquettes filmed by Ken Ralston and Tom St. Amand.

3 A second smaller model measured 40 x 10 x 14cm – roughly half the scale of the first maquette. Both of these models were used for distance shots of the skiffs.

4 Filming in the deserts of Yuma, Arizona, involved full-sized versions of both skiffs and Jabba's sail barge – though only the half that faced the camera was constructed.

7 Despite wearing harnesses and being surrounded by pads to cushion falls, filming the Battle of the Pit of Carkoon was a dangerous affair.

8 The final result – sail barge and skiff cruising the Dune Sea of Tatooine on the way to the execution of Han Solo and his friends.

DID YOU KNOW?

1 How many Gamorreans did Jabba have working in the palace?

2 Who was Tamtel Skreej?

3 Who is Lando battling against?

ANSWERS:

1. Jabba had nine Gamorrean guards, though 12 had been brought to the palace. Three died during a nasty initiation designed to impress them with Jabba's unarmed combat skills.

2. Tamtel Skreej was a pseudonym adopted by Lando Calrissian that allowed him to infiltrate Jabba's palace on Tatooine disguised as one of his guards.

3. Lando is fighting a Kajain'sa'Nikto, or Red Nikto – a subspecies of the Nikto that evolved in the harsh deserts of Kintan, their homeworld.

U

Ubrikkian Industries

Corporation
Expanded Universe

Widely known for their repulsorlift vehicles, Ubrikkian Industries was a wholly-owned subsidiary of Kuat Drive Yards, manufacturers of the Imperial Star Destroyer. Ubrikkian Industries had four principal subsidiaries of its own: Ubrikkian Private Shipwrights, who made luxury water craft for wealthy individuals; Ubrikkian Repulsorlift Manufacturing, who made the repulsorlift engine systems for the other subsidiaries; Ubrikkian Steamworks, who manufactured droids; Ubrikkian Transports, who were the largest and best known part of the company. With a number of subsidiaries, they were responsible for hundreds of different repulsorlift vehicles used all across the galaxy, from bespoke luxury transports, via workaday personal vehicles, to cheap-and-cheerful products such as the Bantha-II cargo skiff.

Ugnaught

Species
Episode V

This porcine humanoid species came from the planet Gentes. Industrious to a fault, hard, productive work was an integral part of their culture. Unfortunately, a small stature (averaging 1-1.5m) meant that they were bullied and enslaved by the Separatists and the Empire. Famously, three tribes of Ugnaughts were brought to Bespin by businessman Lord Ecclesis Figg to construct Cloud City. They were given their freedom once the city was built, and became an integral part of city life. Eventually, Baron Administrator Lando Calrissian turned over the running of Cloud City to the Ugnaughts as a reward for their work.

Ukio

Planet
Expanded Universe

A renowned agriworld (a planet almost exclusively given over to agriculture) in the Abrion Sector of the Outer Rim. The native Ukians attempted to secede from the Old Republic during the Separatist Crisis. Their leadership were convinced otherwise by Jedi Master Yoda. It became an important part of the Empire and was an early target of Grand Admiral Thrawn's, as he sought to starve the New Republic of resources.

Ultra-Light Assault Vehicle (ULAV)

Vehicle
Expanded Universe

Manufactured by Sienar Fleet Systems, the ULAV was a light landspeeder resembling the cockpit section of a Y-wing starfighter. It carried a pilot and a gunner, and was armed with a forward twin laser cannon, a forward concussion grenade launcher and a rear-facing medium blaster cannon. These agile little speeders were very effective against battle droids when introduced during the latter years of the Clone Wars, but were rejected by the Empire as not intimidating enough. As a result, many fell into the hands of the Rebel Alliance. So effectively did the Alliance use them that the Raithal Academy had to include them in their AT-AT pilot and gunner training simulations.

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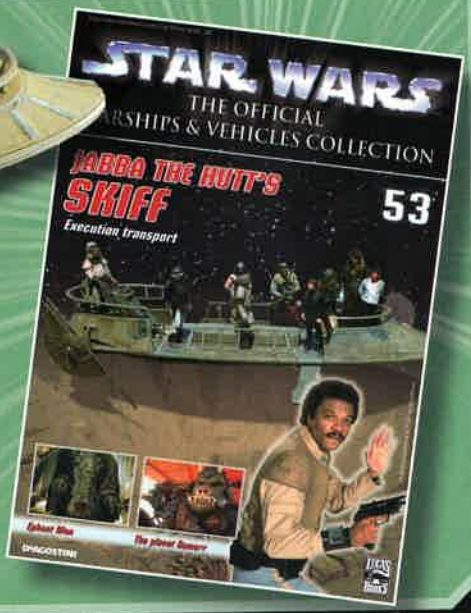
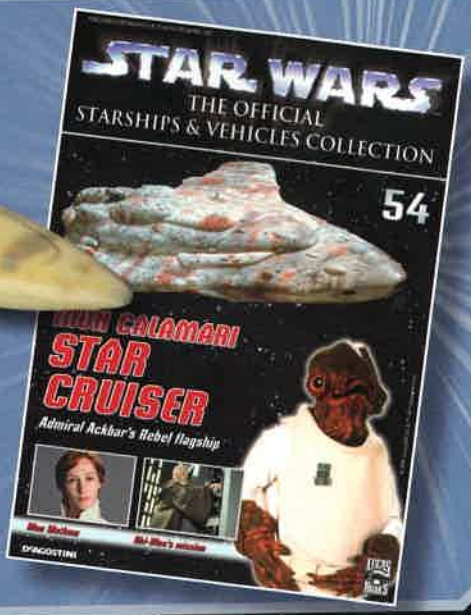


IN YOUR NEXT ISSUE

WITH ISSUE 54: MON CALAMARI STAR CRUISER



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